AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application.

1. (Original) A method comprising, for each of a plurality of blocks in an image, generating compressed information including information representing a single color value and information representing a plurality of color palette indices.

2. (Currently Amended) The method of claim 1, wherein the blocks [[are]] comprise texture blocks, the image [[is]] includes a texture, and the compressed information [[is]] includes compressed texture information.

Claim 3-4 (Cancelled)

5. (Currently Amended) The method of claim 2, wherein [[the]] generating the compressed texture information is done without determining sequences of repeating elements.

Claim 6 (Cancelled)

7. (Original) The method of claim 2, wherein the plurality of texture blocks comprise a plurality of 4x4 texel blocks.

8. (Currently Amended) A machine-readable medium having stored thereon data representing sequences of instructions~~, the sequences of instructions which, when executed by a processor, cause the processor to~~ that when executed cause a machine to:

generate compressed texture information including information representing a single color value and information representing a plurality of color palette indices, for each of a plurality of texture blocks in a texture.

Claim 9 (Cancelled)

10. (Currently Amended) A ~~texture compression~~ method comprising:

dividing a texture into a plurality of non-overlapping texture blocks including a first texture block and a second texture block;

determining a color palette for the first texture block, the color palette including a plurality of ~~colors~~ color values [[and]] including at least one ~~of the plurality of~~ color ~~values is~~ value stored ~~and associated with~~ for the second texture block; and

compressing the first texture block by determining indices for a plurality of texels in the first texture block to color values in the color palette and storing compressed texture information which includes these indices.

11. (Currently Amended) The method of claim 10, wherein the color palette further comprises a color value ~~that is to be~~ stored for the first texture block.

12. (Currently Amended) The method of claim 11, wherein the color palette further comprises a second color value ~~that is to be~~ stored for the first texture block.

13. (Currently Amended) The method of claim 10, wherein ~~creating a~~ determining the color palette further comprises calculating a difference between an uncompressed texel color value and a color value in the color palette for that texture block, and reducing the difference by changing the color value to be stored for the second texture block.

14. (Currently Amended) The method of claim 10, wherein the texture [[is]] comprises a plurality of two-dimensional textures and the first texture block is contained in one of the two-dimensional textures.

15. (Currently Amended) A ~~texture decompression~~ method comprising, for each of a plurality of texture blocks in a texture, decompressing compressed texture information associated with the texture block, including information representing a single color value and information representing a plurality of color palette indices.

16. (Currently Amended) The method of claim 15, wherein the compressed texture information further ~~includes~~ comprises a local palette pattern that identifies which of one or more color values stored for one or more other texture blocks are to be used to construct a color palette for each of the plurality of texture blocks.

17. (Currently Amended) A method ~~of decompressing compressed texture information~~ comprising:

accessing [[the]] compressed texture information for a texture block from a memory, the compressed texture information including information representing one or more color values and information representing a plurality of color palette indices;

reconstructing a color palette corresponding to the texture block, one or more colors of the color palette based partly upon compressed texture information stored for one or more other non-overlapping texture blocks; and

using a color palette index ~~associates~~ associated with a texel in the texture block to ~~determine which~~ associate a color of the color palette ~~is to be associated~~ with the texel.

18. (Original) The method of claim 17, wherein compressed texture information for other non-overlapping texture blocks comprises compressed texture information for other non-overlapping texture blocks sufficiently close to the texture block to take advantage of regional color similarity.

19. (Original) The method of claim 17, wherein the color palette includes four color palette entries and each of the plurality of color palette indices are represented by two bits.

20. (Original) The method of claim 17, wherein the color palette is reconstructed according to information corresponding to a local palette pattern and the local palette pattern allows the color palette to be reconstructed using substantially few accesses to main memory.

21. (Original) The method of claim 17, wherein the compressed texture information further comprises local palette pattern information.

22. (Currently Amended) The method of claim 17, wherein the one or more other non-overlapping texture blocks [[are]] comprise two or more adjacent non-overlapping texture blocks.

23. (Currently Amended) The method of claim 17, wherein the one or more other non-overlapping texture blocks [[are]] comprise four or more adjacent non-overlapping texture blocks.

24. (Original) The method of claim 17, wherein reconstructing the color palette does not include determining one or more color values by interpolation.

25. (Currently Amended) A machine-readable medium having stored thereon data representing sequences of instructions~~, the sequences of instructions which,~~ that when executed ~~by a processor,~~ cause ~~the processor~~ a machine to:

access [[the]] compressed texture information for a texture block from a memory, the compressed texture information including information representing one or more color values and information representing a plurality of color palette indices;

reconstruct a color palette corresponding to the texture block based upon compressed texture information stored for one or more other non-overlapping texture blocks;

use information representing a color palette index to produce a color for a texel in the texture block.

26. (Currently Amended) The ~~apparatus~~ machine-readable medium of claim 25 wherein the instructions ~~for reconstructing~~ to reconstruct the color palette further comprise instructions ~~causing~~ to cause the machine to ~~perform operations comprising reconstructing~~ reconstruct the color palette without determining one or more color values by interpolation.

Claims 27-30 (Cancelled)

31. (New) A computer system comprising:

a bus;

a memory coupled to the bus;

a network interface device coupled to the bus;

a processor coupled to the bus; and

instructions stored on a machine-readable medium that when executed cause the processor to generate compressed texture information for a block in an image, the compressed texture information including information representing a single color value and information representing a plurality of color palette indices.

32. (New) The computer system of claim 31, wherein an index of the plurality of indices refers to a single color value of another block of the image.